

GAME BOY ADVANCE

AGB-B2TE-USA

# TONY HAWK'S UNDERGROUND 2



INSTRUCTION BOOKLET

ACTIVISION®



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE  
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Rev-D (L)



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH REQUIRES A GAME BOY® ADVANCE  
GAME LINK® CABLE.**

**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



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# STARTING THE GAME

- Turn the POWER switch OFF.
- Insert the *Tony Hawk's Underground 2* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

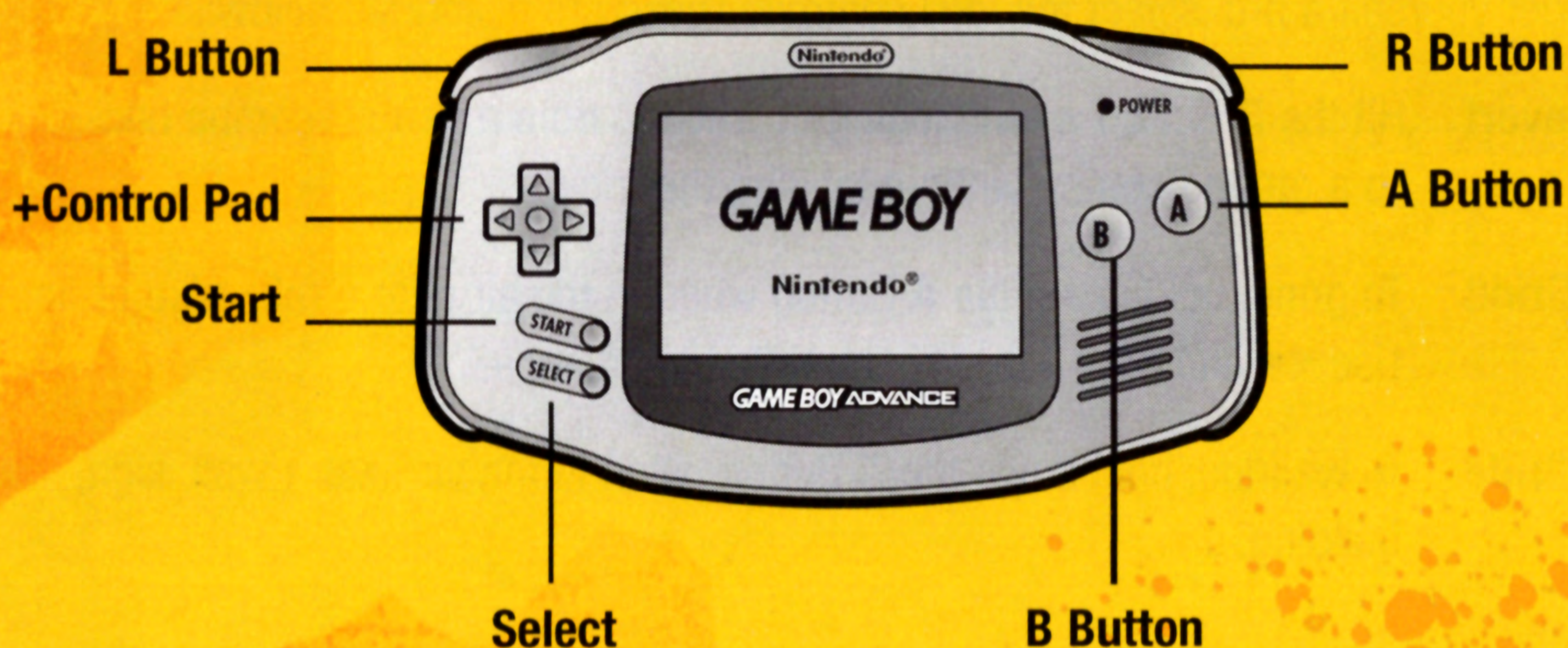
**Note:** *The Tony Hawk's Underground 2 Game Pak is for Game Boy® Advance only.*



# GAME BOY® ADVANCE CONTROLS

All of the following instructions refer to the default control scheme. To change default settings, see page 15.

See Trick Controls on page 6 for more information on controls.





# TRICK CONTROLS

When you start *Tony Hawk's Underground 2* you have a choice of controls.

**GROM:** If you're new to the Tony Hawk series or want simplified controls, select GROM controls. This will allow even the youngest players to pick up THUG 2 and play effortlessly.

**PRO:** If you've played any of the Game Boy Advance games in the Tony Hawk series before and consider yourself a pro, select the PRO controls. These are described below:

**Revert** Hit the **R** Button when landing to "revert" from a vert air combo back to a ground combo without landing the trick.

**Grind** To grind, hold down the **A** Button when in the air near a rail, edge or lip. Use **←** and **→** on the +Control Pad to balance.

**Wallride** To wallride, hold down the **A** Button when in the air near a wall, sign, building, etc.



**Ollie** To ollie, hold down the **B** Button to crouch, release it to jump: the longer the crouch, the higher the ollie. Crouching also makes you move faster.

**Flip Tricks** To do flip tricks, tap the **L** Button plus a direction on the +Control Pad when in the air.

**Nollie** To move into the nollie position, tap the **L** Button when on the ground.

**Grab Tricks** To do grab tricks, tap the **R** Button plus a direction on the +Control Pad when in the air. To earn more points, simply hold onto the grab for a longer period of time while in the air.

**Switch Toggle** To change from normal stance to switch stance, tap the **R** Button when on the ground.

**Manual** To manual, tap **↓ ↑** or **↑ ↓** on the +Control Pad while on the ground or when landing after a revert. Use **↑** and **↓** on the +Control Pad to balance.



**Lip Tricks** To do lip tricks, skate straight up to a lip and tap the **A** Button plus a direction on the +Control Pad. Use **↑** and **↓** on the +Control Pad to balance.

**Boneless** To boneless, tap **↑ ↑** on the +Control Pad while crouching and release the **B** Button.

**No Comply** To no comply, tap **↑** on the +Control Pad while crouching and release the **B** Button. These moves allow higher jumps.

**Quick 180°s** To quickly turn 180° while in the air, double-tap **←** or **→** on the +Control Pad.

**Natas Spin** To spin on a fire hydrant, ollie over one and press the **A** Button while above it.



**Running** You can get off your skateboard by pressing **↓** on the +Control Pad and holding it until your skater gets off the board. Then press and hold down the **A** Button to run. Press **←** or **→** on the +Control Pad to “steer” your skater when you run. Press the **B** Button to jump back on your board. You can link tricks together by doing a “run out.” While in a trick link, jump by pressing the **B** Button. While in the air, press the **A** Button twice quickly. You’ll now be in running mode and have 5 seconds to start another trick by pressing the **B** Button and then the trick you want to perform.

**Tagging** To tag a wall, get off your skateboard by pressing and holding **↓** on the +Control Pad. Run up to a wall and press the **L** Button to spray paint your custom tag.

**Stickers** To slap a sticker on a wall, jump towards the wall and perform a wallplant by pressing the **A** Button.



**Focus Mode** When you've got your Special Meter up and you're really in the zone, press the **L** Button to go into Focus Mode. This will slow things down a bit so you can really focus and bust some sick tricks.

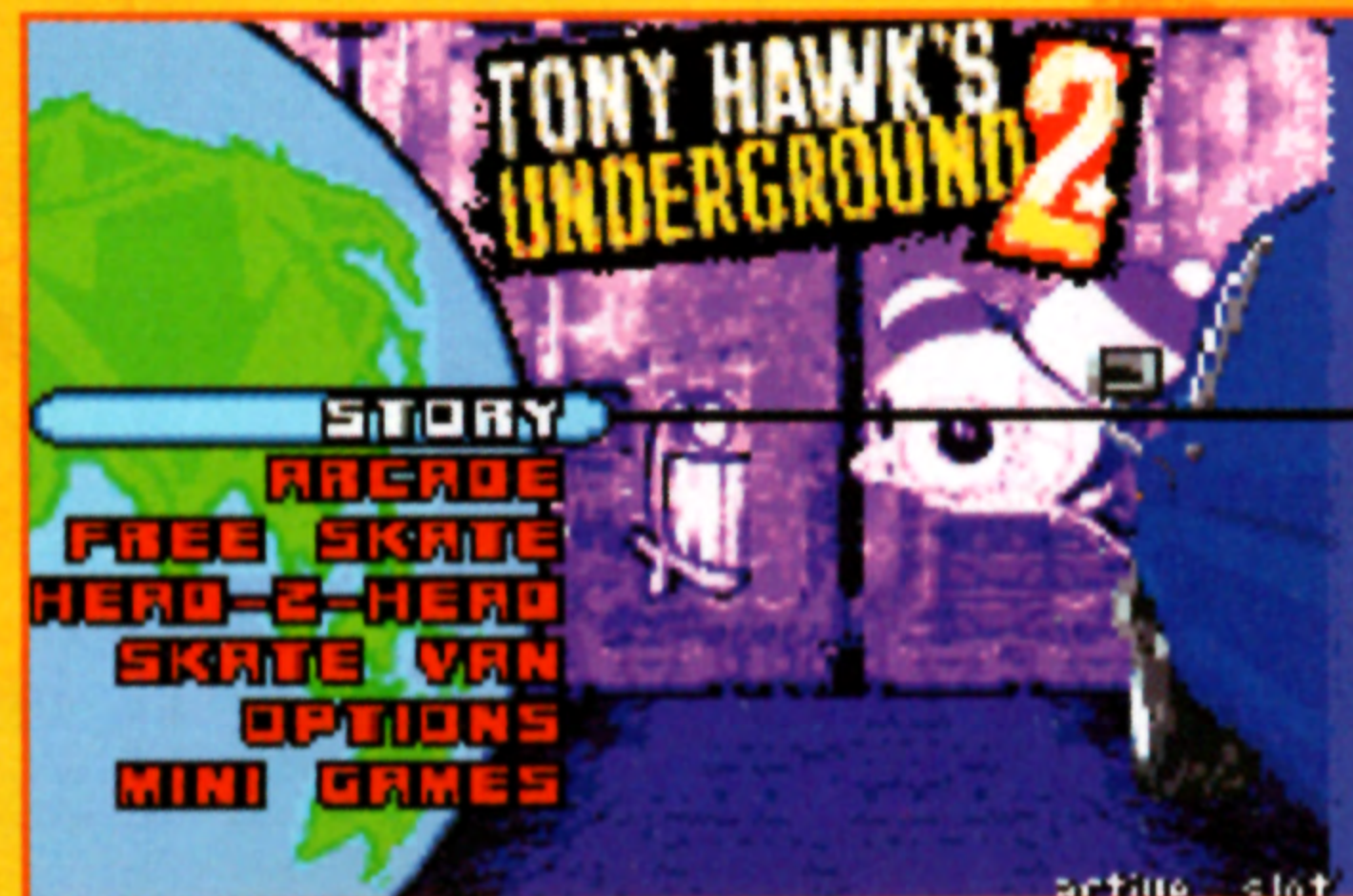
**Tantrums** When you've just crashed in the middle of a big trick combo, you can get some of your trick points back by throwing a tantrum. After you bail, you'll see a button prompt showing you which buttons to press to throw a tantrum. Press these buttons in the correct order and you'll spazz out!

**Controlling Other Vehicles** Most vehicles that you come across are controlled just like your skateboard. Press the **B** Button to accelerate or move forward. Press down to stop. Press **←** or **→** on the +Control Pad to steer the vehicle. Some vehicles will have tricks assigned to them just like your skateboard. Give it a try and see what you can pull off!



# MAIN MENU

The Main Menu presents you with 7 options that will help you select what kind of game you want to play. Use **↑** or **↓** on the +Control Pad to scroll through the menu. When your selection is highlighted, press the **A** Button to continue. Use the **B** Button to return you back to a previous menu. Check on-screen button prompts to see all available options.



## STORY MODE

Story Mode picks up where THUG left off, but now you've got to step up, improve your skills, hang with the pros and prove you can hold your own. Take off on an all-out skating blitzkrieg where 2 teams lead by Tony Hawk and Bam Margera conquer sick terrain, wreak havoc and pull off mischievous pranks.



## ARCADE MODE

Choose a professional skater that you've unlocked and skate with the pro in any level you've unlocked. Once in the level, the goals that you need to accomplish will be displayed.

## FREE SKATE MODE

Skate as an unlocked professional skater and explore the levels you have access to.

## HEAD-2-HEAD MODE

Skate head-to-head with another skater. You can play Hotseat games while sharing one Game Boy® Advance system. Both players must have a Game Boy® Advance system, a copy of *THUG 2™* and a Game Boy® Advance Game Link® Cable when playing linkplay games. (Please see page 33 for linking information.)

**H.O.R.S.E.** is played as a Hotseat game (no Game Boy® Advance Game Link® Cable is used; the Game Boy® Advance system is passed to the next player when the first player has finished his/her round). In H.O.R.S.E., the objective is to get a bigger combo score than



the previous skater. The 1st player to get a lower score on a single combo line gains a letter in the word "H.O.R.S.E." Once a player has collected all 5 letters, they lose.

**King of the Hill** is a linkplay game (Game Boy® Advance Game Link® Cable required).

Find the crown placed in a random spot in the level. Once the crown is found, the skater who keeps the crown for the longest period of time is the winner. You can lose the crown by getting tagged or by bailing. The skater with the longest trick combo line will slow the other player down. So keep possession of the crown while you continue doing tricks.

**Trick Attack** is both a Hotseat (no Game Boy® Advance Game Link® Cable is used) and a linkplay game (Game Boy® Advance Game Link® Cable required). In Trick Attack mode, the object is to gain a higher overall score than your opponent. After a timed run, the skater with the most points wins.

**Tag** is a linkplay game (Game Boy® Advance Game Link® Cable required). Tag is quite similar to King of the Hill but there's no crown, so you're not penalized for bailing. The other difference is that the only skater that can slow the other down is the one who is currently "it."



**Scavenger** is a linkplay game (Game Boy® Advance Game Link® Cable required). In this mode, compete to see who can accomplish the goals from Arcade Mode the fastest. The first skater to beat a goal gets the credit for it, and the one with the most goals completed within the set time limit wins.

**Cart Racing** is a linkplay game (Game Boy® Advance Game Link® Cable required). In this mode, you'll climb into a shopping cart and race head to head against a friend through the checkpoints in a chosen level. The 1st person to collect all of the checkpoint stars wins!

## SKATE VAN

Here you have a number of options. You can change your deck, use the board editor to create your own customized deck, edit your specials, change your outfit, view your stats or check out the scoreboard to see the high scores and a number of different gaps for each level.





## OPTIONS

**Sound:** Use this option to change the levels of the sound effects and music.

**Controls:** Use this option to customize your controls.

**Blood Level:** Use this option to decrease the amount of blood shown when your skater bails.

**Focus Mode:** Use this option to enable or disable Focus Mode.

**Delete Game:** Use this option to delete a saved game.

**Credits:** Choose this option to see all the people who made the game.

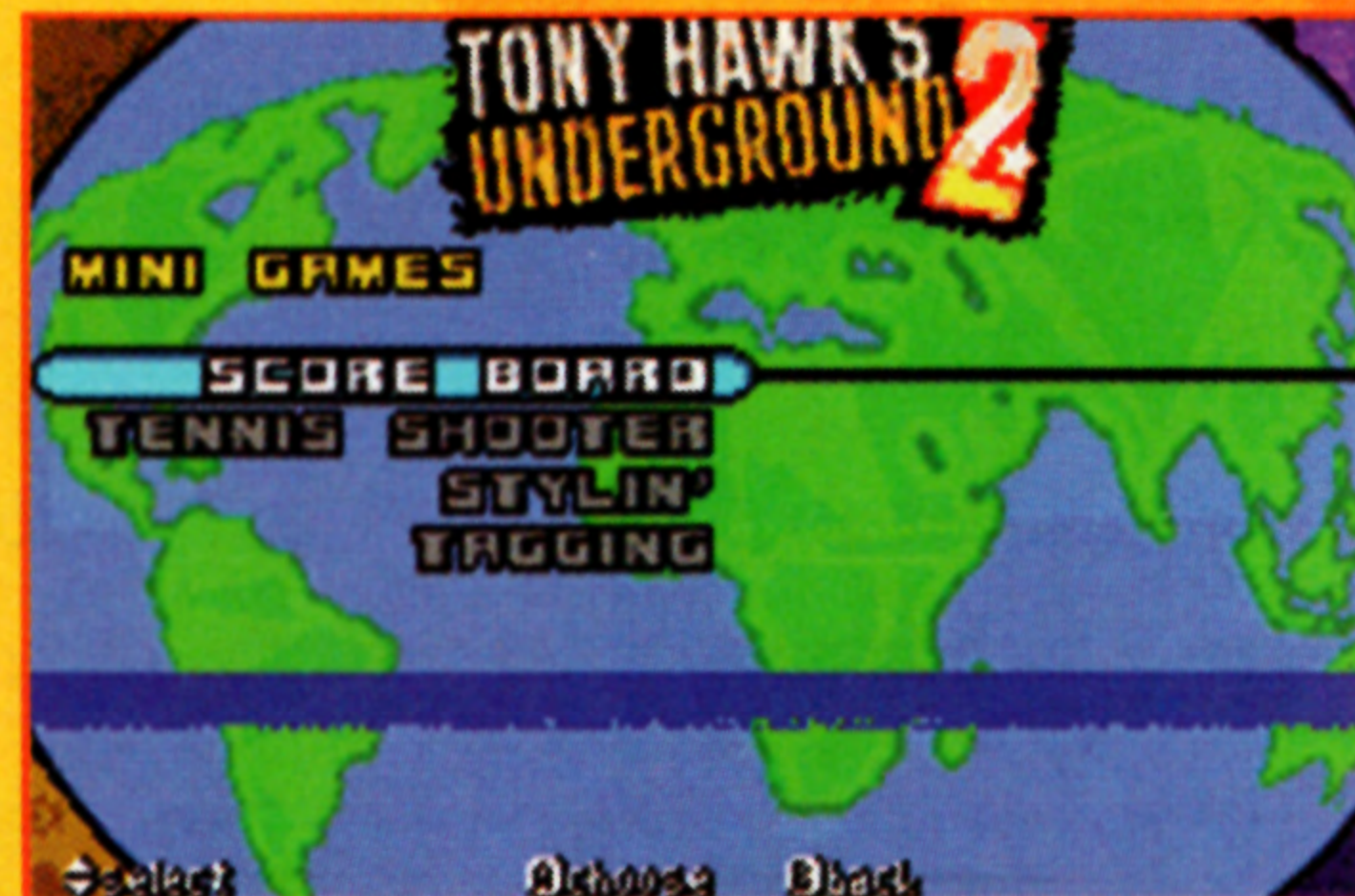
**Cheats:** Use this option to select any cheats you have unlocked.





## MINI GAMES

While playing through Story Mode, you'll unlock mini games. Once you unlock a mini game, go to the Mini Game section of the Main Menu to play it whenever you want. The more mini games you play, the more cool stuff you'll unlock to use in Story Mode and Arcade Mode.



**Tennis Shooter:** Use the tennis ball shooter to do a little target practice on nearby pedestrians. Shoot the baskets for more tennis balls and remember to avoid hitting the skaters!

**Stylin':** Perform the freestyle flatland tricks as they appear on the screen. Prove whether you're stylin' or just a poser.

**Tagging:** Tag the wall in the highlighted spots as they become available. Tag all the spots and uncover a new graffiti image.



# CREATE-A-SKATER

Begin Story Mode to create your own skater. Choose the gear, then build on your skater's skills by skating through the levels.

**Sex:** Select the skater's gender.

**Stance:** Choose Regular or Goofy.

**Face:** Select your skater's face.

**Shirt:** Select a shirt style.

**Pants:** Select pants for your skater.

**Shoes:** Select between different types of shoes.

**Note:** *Activision Customer Support cannot troubleshoot user-made skaters.*





# CREATE-A-SPECIAL

Did you ever wish that you could come up with your own special trick? Now you can. Pick some grab and/ or flip tricks and put them in the 3 available Slots. This will automatically link these tricks together to create your own special trick. Once you've filled up the slots and created your trick, you can name it and give it your own button combination. Once you're in the game and your Special Meter is up, you can perform the special trick using the button combination that you selected.





# STAT METERS

As you practice tricks and build up your combos, your stats will improve. You'll see an icon indicating that your stats are increasing. As your stats get higher, you'll be able to get more air and balance longer in grinds and manuals.



# SCORING

Doing a trick the 1st time will give you 100% of the points for it. Each subsequent time you pull off that same trick in a combo or during a timed goal, your score decreases as the table indicates. In Free Skate Mode, your score for a trick will decrease subsequent times it's pulled off only if the trick's performed during the same trick combo.

1st	100%
2nd	75%
3rd	50%
4th	25%
5th (and above)	10%



Adding spins to your moves introduces a multiplier. With each 180° spin, your score multiplier goes up. The bigger the multiplier, the bigger the score!

180°	1.5x
360°	2.0x
540°	3.0x
720°	4.0x
900°	6.0x

Grabs have a base score associated with them, however they can be held for a longer time for additional points.

## THE SPECIAL METER

In the top left-hand corner of the screen below your score, you'll see the Special Meter. Bust tricks without bailing to bump up your Special Meter. Once your Special Meter is full it'll flash, letting you know you can pull off special moves and flatland tricks (if unlocked).



## GETTING GOALS

In Story Mode, skate up to people with glowing orbs under their feet and press the **L** Button to talk to them. By completing goals, you unlock new levels and advance in Story Mode.



## SAVING THE GAME

As you skate around levels in Story Mode, you'll see the Save icon. Skate into the icon, press the **L** Button and you'll be prompted to save your game.



# THE PAUSE MENU

**Continue:** Select Continue to resume the game.

**Quit to Skate Van:** Select this option to enter the Skate Van.

**Change Level:** Select this option to change the level you're playing to another level that you've already unlocked.

**Skater Progress:** Select this option to view your skater's current stats, tricks learned or goals completed.

**Options:** Choose Options to adjust the sound options or to put your game into Sleep Mode.

**Text Messages:** Check text messages from Tony, Bam and other skaters.

**Quit:** Select this option to go back to the Main Menu.





# THE PROS

## TONY HAWK

Hometown: **San Diego, CA**

Resides: **Carlsbad, CA**

Stance: **Goofy**

A household name, Tony Hawk is the best known Action Sports athlete in the world. Almost single-handedly, he's opened the door to a whole new attitude in competitive sports. And he did it with a smile. All that fame hasn't gone to his head. He's still a good guy who happens to be able to do a 900°. And he stays on top by continually going farther with new tricks and new records.





## **BAM MARGERA**

Hometown: **Philadelphia, PA**

Resides: **West Chester, PA**

Stance: **Regular**

This guy's got a following you wouldn't believe. His take-no-prisoners skating makes Bam a real poster boy for America's youth. Let's just hope he stays out of the teen mags and stays on the tour. Bam Margera is young, strong and can slam on the board. Keep an eye out for his movies and videos. What's another way to say donkey?





## **BOB BURNQUIST**

Hometown: **Rio de Janeiro, Brazil**

Resides: **Sao Paulo, Brazil**

Stance: **Regular**

Fluent in Portuguese and switchstance, Bob Burnquist won't accept the status quo. He keeps pushing himself to do more, no matter what the cost. Originally from Rio de Janeiro, Burnquist has easily made the transition to North American and world professional skater. Can you do a Burntwist?





## CHAD MUSKA

Hometown: **Loraine, OH**

Resides: **Woodland Hills, CA**

Stance: **Regular**

He's no wallflower. Muska is out there and running with the top dogs in skating—and practically everything else. Great at meeting and greeting, he's near perfect at on-board shredding and hard-core tricks. Watch for him in videos, music and schmooze-fests. You won't be disappointed; Muska's always red hot.



## RODNEY MULLEN

Hometown: **Gainesville, FL**

Resides: **Hermosa Beach, CA**

Stance: **Regular**





He's built a foundation for street skating with scores of world titles. If you want to become a street skater, you've got to study the basics. Rodney Mullen wrote the book and named many of the tricks that are today's mainstays in competition. If there's something he can't do with a street and a skateboard, we don't know about it.

## **ERIC KOSTON**

Hometown: **San Bernardino, CA**

Resides: **Hollywood, CA**

Stance: **Goofy**

Eric Koston: a professional skater who owns the hearts and minds of fans everywhere. His skills are mad: always new, always smooth and always terrific. Show him a new trick and he'll bust it—better. His moves are liquid. Koston makes pro skating look like child's play.





## **MIKE VALLELY**

Hometown: **Edison, NJ**

Resides: **Long Beach, CA**

Stance: **Regular**

Mike V. has been going big and charging hard as a pro for 17 years. His jaw-dropping demos continue to dazzle and amaze audiences. Mike V. also has been writing and self-publishing his books since 1989, not to mention he's a musician, songwriter and at one time he even wrestled professionally. From vert to street, Mike excels at everything he does, making him a true renaissance man.





# THE LEVELS

## BOSTON

Boston, Massachusetts is the first stop on Tony and Bam's crazy skate tour. There are plenty of great skate spots here, including the Washington Statue, the Statehouse and the construction area. Have you tried grinding on the cannon?



## BARCELONA

Beautiful Barcelona, Spain. It'll never be the same after you and your teammates skate, tag and sticker slap every nook and cranny of the city! Try grinding the long buoy line or the massive staircases.





## BERLIN

This time, you're off to another European city — Berlin, Germany. Well, it's been a long time since the fall of the Berlin Wall... But that doesn't stop you from tagging it up some, does it? Check out the dump area for some cool skate lines.



## AUSTRALIA

Next stop, Australia! There are tons of great skate spots down under. Get off your board and check out the beach area and lifeguard tower or find the Koala fountain and skate it up.





## SUBURBIA

Wait. This looks familiar... Revisit the haunted house, the trailer park and some of the other houses in Suburbia. Don't forget to check out the really nice house here, too. Hop the fence and get some killer air in their empty swimming pool!



## NEW ORLEANS

Ready for some new skate spots? Welcome to New Orleans, Louisiana! Home to some great skating locations, like the waterfront, the trolley tracks and the church. Check out the cemetery, too, if you think you're up for it.





## SKATOPIA

The final stop on this crazy skate adventure, Skatopia... This is truly a skater's dream come true. From big pools to long rails to huge ramps, this place has it all. Don't forget to try doing some tricks off the chimneys!





# CONNECTING GAME BOY® ADVANCE GAME LINK® CABLES

## WHAT YOU'LL NEED

- Two Game Boy® Advance systems (one for each player).
- One *Tony Hawk's Underground 2* Game Pak per Game Boy® Advance system.
- One Game Link® cable.

## CONNECTING THE CABLES

1. Check that the POWER switch on each Game Boy® Advance system is set to the "OFF" position. Insert a Game Pak into each Game Boy® Advance system.
2. Link the Game Link® cable to each Game Boy® Advance system, making sure that the host has the smaller of the Game Link® cable ends plugged in to his or her Game Boy® Advance system.
3. Turn the POWER switch on both Game Boy® Advance systems to the "ON" position.



Please refer to the following diagram for the correct linking configuration.



## PROPER CONNECTION SCHEME DIAGRAM

### IMPORTANT WARNING

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy® Advance Game Link® cable.
- Failure to securely plug the Game Link® cable into the Game Boy® Advance system.
- Unplugging Game Link® cables from one or more Game Boy® Advance systems before the communication process is complete.
- Failure to connect the Game Link® cables to the Game Boy® Advance systems as shown in the diagram.



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Or visit: [www.tonyhawk.com](http://www.tonyhawk.com)

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*"Whiplash"*

Performed by Metallica  
Written by James Hetfield  
Published by Creeping Death  
Music (ASCAP) Produced  
under license from  
Elektra Entertainment Group  
by arrangement with  
Warner Strategic Marketing  
© 1983 Elektra  
Entertainment Group

*"I Like It"*

Performed by Grand Puba  
Produced under license from  
Elektra Entertainment Group  
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Entertainment Group  
Written by Grand Puba,  
El De Barge, Randy De Barge  
Publishing administered by  
The Game Entertainment

*"Drums of Fire"*

Performed by Cut Chemist  
Written by Lucas MacFadden  
courtesy of Stable Sound

*"Rock and Roll High School"*

Performed by The Ramones  
(Jeffrey Hyman,  
John Cummings,  
Douglas Colvin)  
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Performed by Zeke  
Written by Donald Hales,  
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Zeke appears courtesy of  
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is from the album  
"Til The Livin' End"  
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# NOTES



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